

# GREY WORLDS

GENCON 1991

A MAGAZINE FOR THE ROLEPLAYING GAMES OF I.C.E.



"BECAUSE LIFE IS NOT ALWAYS BLACK AND WHITE..."



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# Rolemaster<sup>TM</sup>

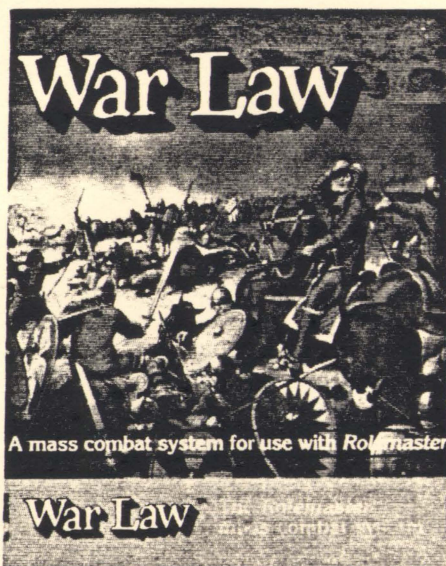
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This 144 page book contains a set of tailor-made, individualized, blank character records for each *Rolemaster* profession in *Character Law* and the *Rolemaster Companions I-IV*. Each set of character records has the exact Development Point costs and level bonuses for all of the skills from *Character Law* and the *Rolemaster Companions*. Players no longer have to laboriously copy the Development Point costs for all skills of their chosen profession — just photocopy some pages and you're ready to go!

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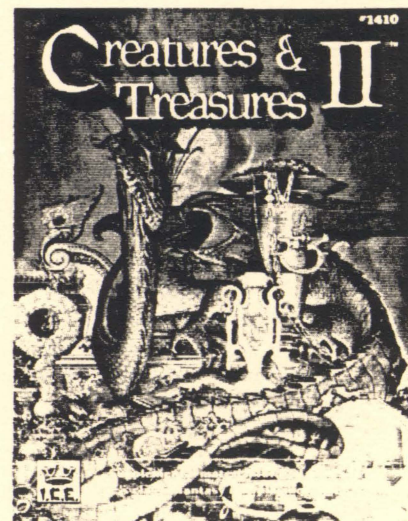
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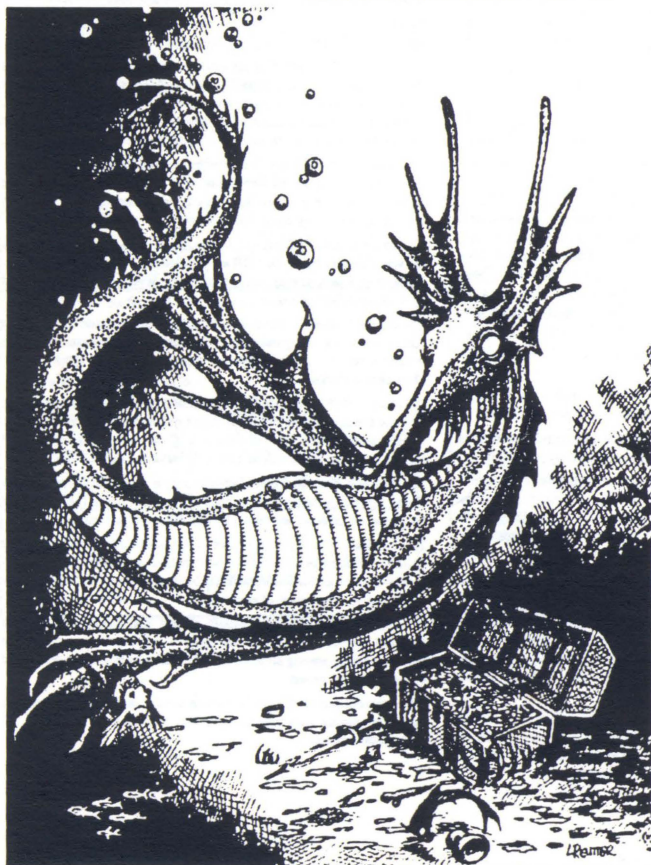
From its genesis in 1980, I.C.E.'s *Rolemaster* has developed into the most advanced and versatile fantasy roleplaying system available. No other game system provides a greater level of depth and realism. *Rolemaster's* following has steadily grown revealing a group of highly motivated and creative people. Such a following demands extensive and innovative support.

*Rolemaster* is supported by quality products that extend from the romantic time of *Pirates* to the fantastic realm of *Dark Space*, in addition to a fully developed campaign world with highly developed modular support. Also, the popular *Rolemaster Companion* series continually expands the scope of the original game system. Only one element was missing... a regular support magazine to keep the game's most serious players in touch with ICE and each other.

## GREY WORLDS

VOLUME I, ISSUE VI

A MAGAZINE FOR THE ROLEPLAYING GAMES OF I.C.E.



"Because life is not always black and white..."

## GREY WORLDS

VOLUME II, ISSUE IX

A MAGAZINE FOR THE ROLEPLAYING GAMES OF I.C.E.



"Because life is not always black and white..."

GREY WORLDS completes the circle by offering a forum of support for not only *Rolemaster*, but all of the roleplaying games of Iron Crown Enterprises, including *Dark Space*, *Cyberspace*, *War Law*, *Bladestorm*, and the complete *Space Master* system (*Space Master*, *Armored Assault*, and *Star Strike*).

GREY WORLDS is a completely fan-supported magazine. There are no advertisements to take up space that should be used for valuable gaming ideas.



GREY WORLDS is a forum where applause, encouragement, and criticisms are shared concerning the ideas and suggestions of its subscribers. GREY WORLDS strives to encourage productive discussions related to these submissions and the general concerns of game-masters and players alike. Through the magazine you can learn how others play the world's most advanced games. The following is by no means a complete list, but just a small sample of what you may find within the pages of GREY WORLDS: spell lists, magic items, character work-ups (heroes / villains / NPCs), arcane societies, scenarios, interesting places (cultures / towns / other worlds), creatures, conversion ideas to and from other game systems, art (anything), campaign ideas, spell interpretations, problems put forth by other gamers and input on how to solve them, fiction, weapons, professions, skills, optional rules...

## SUN'S HEART

### DIETY GRANTED LIST

|                       | Area of Effect      | Duration  | Range |
|-----------------------|---------------------|-----------|-------|
| 1—Sun Store           | S                   | C         | S     |
| 2—Warm                | 1 target            | C         | 10'   |
| 3—Sun Screen          | 1 target            | 1 hr/lvl  | T     |
| 4—Filter              | 10' x 10'           | 1 mn/lvl  | 100'  |
| 5—Daylight I          | 1'/lvl cone         | 1 sec/lvl | 50'   |
| 6—Solar Concentration | S                   | P         | T     |
| 7—Melt                | 1 target            | -         | 100'  |
| 8—Sun Wall            | 10'x10'x1'          | 1 rnd/lvl | 30'   |
| 9—Solar Shield        | S                   | 1 rnd/lvl | S     |
| 10—Daylight II        | 1'/lvl cone         | 1 sec/lvl | 50'   |
| 11—Heat Wave          | 1'ht/lvl x 3'wd/lvl | -         | 50'   |
| 12—Sunbolt 100'       | 1 target            | -         | 100'  |
| 13—Hyperthermia       | 1 target            | V         | 50'   |
| 14—Blind              | 1 target            | V         | 50'   |
| 15—Daylight True      | 1'/lvl cone         | 1 sec/lvl | 50'   |
| 16—Sunball 10'r       | 10' R               | -         | 100'  |
| 17—Mass Blind         | 1 target/lvl        | V         | -     |
| 18—Slag               | 1 target            | -         | 100'  |
| 19—Sunfield           | 1 target            | 1 rnd/lvl | 10'   |
| 20—Sunbolt 300'       | 1 target            | -         | 300'  |
| 25—Sunball 20'r       | 20' R               | -         | 150'  |
| 30—Solar Triad        | 1-3 targets         | -         | 100'  |
| 50—Immolation         | S                   | 1 rnd/lvl | S     |

1—Sun Store (F) Stores one thermal unit per minute up to the caster's constitution. No spell on this list can be used unless a number of thermal units equal to the spell's level have been stored. This spell must be used in the presence of direct sunlight; artificial sunlight will not work. Caster expends normal power points as well as thermal units when using any spell from this list. When the caster has exhausted all his thermal units then he cannot cast any more spells from this list.

2—Warm (E) Warms any target to approximately 100' Fahrenheit at a rate of 1 degree per second.

3—Sun Screen (D) Protects the target from overexposure to the sun. It also gives the target a +30 bonus versus any sun based attacks.

4—Filter (F) Caster can filter light to produce only certain colors from the visible spectrum. The area which can so be filtered is 10'x10'.

5—Daylight I (F) Creates a cone of daylight which begins at the caster's palm and extends for 1' per level, ending with a diameter equal to the caster's level in feet. Any creatures which shun direct sunlight will receive an 'A' Disruption critical if bathed in the light of the cone. *Note: Large or Super Large ratings do not apply for purposes of this spell.*

6—Solar Concentration (F) Allows caster to store thermal units within precious stones. The stone can hold one thermal unit for every gold piece of value. It takes one round to transfer the stored thermal units from the stone to the caster for use with this list.

7—Melt (F) Mod: -20 Immediately melts any inorganic target. Organic, magical or extraordinary materials receive a RR. Organic targets receive an 'E' Heat critical.

8—Sun Wall (F) Creates a 10'x10'x1' wall of raging solar power. Anything which passes through it must resist (if it is entitled to a RR) or receive the effects of a *Melt* spell. Anyone looking directly at the wall must make a RR or be blinded for 1 round per 5% failure.

9—Solar Shield (F) As *Shield* on the Closed Essence list *Shield* Mastery. Anyone looking directly at the shield must make a RR or be blinded for 1 round per 5% failure. If the target is in melee, then he fights at -75. If the target is not trying to avoid looking at the shield, then there is a 75% chance that he will.

10—Daylight II (F) Creates a cone of daylight which begins from the caster's palm and extends for 1' per level ending with a diameter equal to the caster's level in feet. Any creatures which shun direct sunlight will receive an 'C' Disruption critical if bathed in the light of the cone. (Large or Super Large ratings do not apply for purposes of this spell.)

11—Heat Wave (E) Creates a wave moving away from the caster: wave is 1' high/level in the center and 3' level wide. A number of waves equal to the caster's level divided by 5 can be released. Damage is determined on the *Fire Ball* Attack Table.

12—Sunbolt 100' (E) A bolt of solar energy is shot from the palm of the caster. Results are determined on the *Plasma Bolt* Attack Table, damage is x2, and all criticals are raised by one degree of severity.

13—Hyperthermia (F) Target suffers an 'A' Heat critical each round, for one round per 5% failure. Criticals may be raised by one degree of severity for each additional 13 PP and Thermal Units invested.

14—Blind (F) A sphere of light is created as bright as the sun. Targets failing their RR are blinded for 1 round per 5% failure.

15—Daylight True (F) Creates a cone of daylight which begins from the casters palm and extends for 1' per level ending with a diameter equal to the caster's level in feet. Any creatures which shun direct sunlight will receive an 'E' Disruption critical if bathed in the light of the cone. *Note: Large or Super Large ratings do not apply for purposes of this spell.*

16—Sunball 10'r (E) A 1" diameter ball is shot forth from the caster's palm, terminating in an explosion with radius of 10'. Results are determined on the *Plasma Ball* Attack Table, damage is x2, and all criticals are raised by degree of severity.

17—Mass Blind (F) Mod: -20 A sphere of light is created as bright as the sun. Targets failing their RR are blinded for 1 round per 5% failure. Caster may attack as many targets as he has levels, but all targets must be within his field of vision.

18—Slag (F) Mod: -30 Instantly liquifies and separates into its basic component(s) any inorganic target. Organic, magical or extraordinary materials receive a RR. Organic targets receive 'E' Heat and 'E' Disruption criticals.

19—Sunfield (F) Creates a field of intense solar radiation around target. Anyone coming within 20' of the target will suffer a 'B' severity Heat critical, those within 10' will receive a 'C' severity Heat critical, and contact with the target will deliver a 'D' severity Heat critical.

20—Sunbolt 300' (E) A bolt of solar energy is shot from the palm of the caster, results are determined on the *Plasma Bolt* Attack Table, damage is x2, and all criticals are raised by one degree of severity.

25—Sunball 20'r (E) 1" diameter ball is shot forth from the caster's palm terminating in an explosion with radius of 20'. Results are determined on the *Plasma Ball* Attack Table, damage is x2, and all criticals are raised by one degree of severity.

30—Solar Triad (E) As *Sunbolt*, except that three bolts may be released. Directed skill bonus can apply to only one target, or it may be divided equally among all three attacks. All targets must be within the caster's field of vision.

50—Immolation (F) Caster is immune to solar radiation and anyone or anything coming into contact with him suffers a 'E' Heat and 'E' Disruption criticals.



Four times each year, GREY WORLDS presents the newest concepts in fantasy gaming, easily integrated into any existing *Rolemaster*, *Space Master*, *MERP*, or *Cyberspace* campaign.

The format of GREY WORLDS magazine generally adheres to the standards already set by the *Rolemaster Companions*. Where possible, the material will appear in the same format as that of the published product. The style is friendly and open. All submissions will be considered for publication. Mature arguments, in the interests of constructive debate, will be the rule.

## ELEMENTALIST

The Elemental is a semi-spell user combining the realms of Arms and Essence. His base lists all deal with transforming himself into elementals and manipulating the elements in his surroundings. Elementalists differ from Magicians in that they can not summon powerful bolts of elements; instead, their spells deal with indirect attacks. Elemental spells also allow them to take on aspects of elementals in order to aid them in combat.

The Elemental's prime requisites are *Empathy* and *Constitution*.

### ELEMENTALIST BASE SPELL LISTS:

Earth Forms  
Light Forms  
Ice Forms

Fire Forms  
Air Forms  
Water Forms

#### Dark Forms

|  |  |
|--|--|
| <b>Weapon Skills:</b> 2/7;3/8;3/9;5;9;12   |  |
| <b>Maneuvering in Armor:</b><br>Soft Leather .....2/*<br>Rigid Leather .....2/*<br>Chain .....3/*<br>Plate .....4/*<br>Directed Spells .....9  | <b>Magic Skills:</b><br>Spell Lists .....4/*<br>Runes .....3/6<br>Staves & Wands .....3/7<br>Channeling .....10  |
| <b>Special Skills:</b><br>Ambush .....3<br>Linguistics .....2/*<br>Adrenal Moves .....3/7<br>Adrenal Defense .....15<br>Martial Arts .....3/8<br>Body Development .....2/8<br>Perception .....2/6                              | <b>General Skills:</b><br>Climbing .....3/9<br>Swimming .....2/6<br>Riding .....2/6<br>Disarming Traps .....4<br>Picking Locks .....5<br>Stalk & Hide .....2/7 |
| <b>Other Skills:</b> Refer to Development Point Costs given below for those skills unique to the Elemental's Profession. All other skill costs are identical to the Warrior Mage's DP costs.<br><b>Prime Requisites:</b> Em/Co |  |
| <b>Academic Skills:</b><br>Military Org .....2/4<br>Siege Engineering .....2/4<br>Stone Lore .....1/4<br>Tactics .....2/4  | <b>Magical Skills:</b><br>Alchemy .....2/6<br>Transcend Armor .....3/9   |
| <b>Level Bonuses:</b><br>Academic Skills .....+2<br>Athletic Skills .....+1<br>General Skills .....+1<br>Perception Skills .....+1   | <b>Arms Law Combat</b> .....+2<br><b>Body Development</b> .....+2<br><b>Magical Skills</b> .....+1   |

## ARMS MASTER

The Arms Master is a semi-spell user combining arms and mentalism. His base spells deal with all aspects of military life, from improving his skill at arms to organizing an efficient camp. He can be any sort of fighter type from a common soldier to an empire-crushing general. His prime requisites are *Strength* and *Presence*.

### ARMS MASTER BASE SPELL LISTS

Battle Trance  
Encampments

Warriorblade  
Marshal Law

#### Commands

|   |  |
|---|--|
| <b>Weapon Skills:</b> 2/5, 3/8, 4, 4, 4, 6  |  |
| <b>Maneuvering in Armor:</b><br>Soft Leather .....1/*<br>Rigid Leather .....1/*<br>Chain .....2/*<br>Plate .....3/*<br>Directed Spells .....6   | <b>Magic Skills:</b><br>Spell Lists .....4/*<br>Runes .....7<br>Staves & Wands .....5<br>Channeling .....20  |
| <b>Special Skills:</b><br>Ambush .....3<br>Linguistics .....3/*<br>Adrenal Moves .....2/7<br>Adrenal Defence .....20<br>Martial Arts .....3/7<br>Body Development .....2/5<br>Perception .....3/7                         | <b>General Skills:</b><br>Climbing .....5<br>Swimming .....3<br>Riding .....2/4<br>Disarming Traps .....6<br>Picking Locks .....4<br>Stalk & Hide .....4 |
| <b>Other Skills:</b> Refer to Development Point Costs given below for those skills unique to the Arms Master Profession. All other skill costs are identical to the Paladin's DP costs.<br><b>Prime Requisites:</b> St/Pr |  |
| <b>Academic Skills:</b><br>Herb Lore .....2/6<br>Military Org .....1/2<br>Sanity Healing .....2/6<br>Xeno-Lores .....7  | <b>Concentration Skills:</b><br>Cleansing .....2/4<br>Death .....3/7<br>Healing .....3/7<br>Ki .....3/8<br>Sleep .....3/7<br>Trance .....3/7             |
| <b>Medical Skills:</b><br>Animal Healing .....2/5<br>Diagnostics .....3<br>Hypnosis .....4  | <b>Midwifery</b> .....4<br><b>Surgery</b> .....7   |
| <b>Level Bonuses:</b><br>Arms Law Combat .....+3<br>Body Development .....+2<br>Outdoor Skills .....+1  | <b>Athletic Skills</b> .....+2<br><b>General Skills</b> .....+1<br><b>Social Skills</b> .....+1  |

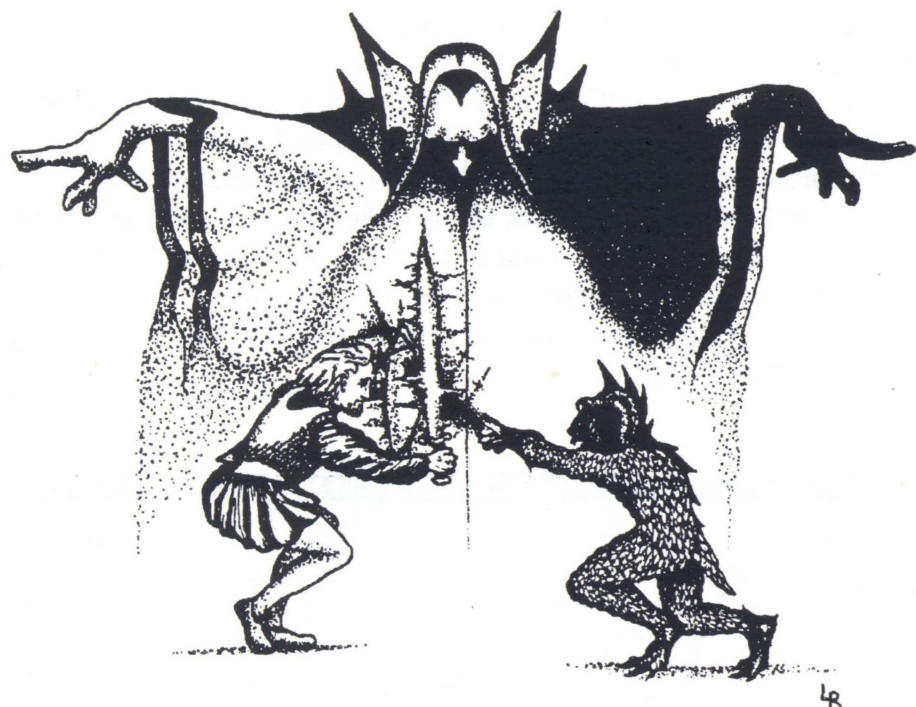
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# GREY WORLDS







# ART

GREY WORLDS is a highly visible platform for new artists. If you are a new artist to GREY WORLDS, please send a portfolio of five to ten drawings you feel are representative of your style. Line drawings (without solid backgrounds) reproduce best. Ink drawings only please—pencil and many other mediums don't always reproduce well. Help us take care of the products of your creativity—send your art in a heavy manila envelope with a stiff piece of cardboard, clearly labeled "Fragile; do not fold". Ultimately, we will need your *original* drawings to insure good reproduction quality. Publication releases are required for all previously copyrighted art. *No drawings of living persons will be accepted except those of professional models who have signed the appropriate consent forms. Obtaining this permission and establishing consent for publication is the responsibility of the artist.* GREY WORLDS *accepts no liability or responsibility whatsoever in this matter.* All drawings will be returned within 14 days of publication. Please, include a SASE with your drawings!





# GREY WORLDS

The culmination of the first two years of GREY WORLDS was the production of *Rolemaster Companion V*. Compiled in its entirety from the pages of GREY WORLDS, the newest in this best-selling series of sourcebooks for *Rolemaster* includes rules for time travel, Earthnodes, skill specialization and spell research. It also includes three new professions: the Maleficant, the Forcemage, and the Wizard, as well as over 1000 new spells, including spells for wish magic, time travel, the earthblood, and new spell lists for Druids, Alchemists, Crystal Mages, Shamans, Seers, Evil Magicians...and, yes, even fishermen and pirates.

12.2 ESSENCE CRITICAL STRIKE TABLE

|       | A   | B  | C  | D  | E   |
|-------|---|--|--|--|---|
| 01-05 | +0 hits.  | Weenie shot. +1 hit.   | Poor aim. +2 hits.   | Warning shot. +3 hits.   | Caught in nimbus of blast. +5 hits.   |
| 06-10 | Not too late for a career change. +2 hits.  | +2 hits.   | +3 hits.   | +4 hits, 1 round stun.   | +5 hits, 1 round stun.  |
| 11-15 | 3 hits. Foe loses initiative 1 rnd.   | 4 hits. 2 rds. stun.   | 5 hits. 2 rds. stun.   | 4 hits. Stun 2 rds, 1 hit/rnd.   | Blast stuns foe for 3 rds. +6 hits.   |
| 16-20 | Unbalanced. -10 actions, +5 hits, 1 rnd. stun.  | +5 hits, foe loses initiative 3 rds.   | +5 hits, foe loses initiative 3 rds, stunned 3 rds, -10 all actions.   | +6 hits, stunned 3 rds, 2 hits/rnd.  | 6 hits, 2 hits/rnd, foe must parry 2 rds.   |
| 21-35 | Stunned 2 rds, +5 hits, no parry 1 rnd.   | Off center blast. Foe stunned 3 rds, takes 1 hit/rnd. +3 hits.   | Target stunned 4 rds, cannot parry.  | Stunned 4 rds, cannot parry 1 rnd. +8 hits, 2 hits/rnd.  | Dazzle stuns foe 6 rds. Sadly, he cannot parry.   |
| 36-45 | Stunned 5 rds. +10 hits.  | Ray passes through shield and delivers 8 hits, 3 hits/rnd.   | +10 hits. Target stunned 2 rds.  | +12 hits. Stunned no parry 3 rds. 5 hits/rnd.  | Blast falls short and lands beneath foe, sending him flying 10'. +5 hits, stunned 4 rds.  |
| 46-50 | Foe's foot crimped. +10 hits, -20 to maneuvers.   | Foe's right foot loses all toes. +15 hits, stunned 3 rds. 5 hits/rnd, -30 to maneuvers.                                    | Both feet lose all feeling. -40 to maneuvers. Stunned 6 rds.   | Blast sets lower body aflame for 2 rds. +10 hits, 6 hits/rnd.  | Blast rips flesh from both feet, leaving pink-tinged bones to support you. +15 hits, -50 maneuvers. Unable to stand.  |
| 51-55 | Blast disappears 10' in front of you. +12 hits, stunned 3 rds.                                      | Many-tendriled blast slams into stomach. +15 hits, stunned no parry 5 rds.   | Foe ducks blast and only loses ear. +10 hits, stunned no parry 4 rds. 3 hits/rnd.  | Foe knocked back 30' and breaks arm. +20 hits, stunned no parry 3 hits/rnd.  | Foe sent reeling. +20 hits, arm crushed. Stunned no parry 7 rds. -15 all actions.   |
| 56-60 | Foe knocked down, losing anything he presently grasps. +10 hits.                                    | Foe hit by strange oscillation, blowing everything he wears away. Exposed equipment must RR or be destroyed.               | Foe knocked back 10'. +15 hits, stunned and unable to parry 3 rds.   | Upper body armor is pulped to puddy, as blast delivers 25 hits. Stunned 5 rds, no parry 3 rds.   | And you spent all that money on armor. +25 hits, and 7 broken ribs. Stunned no parry 9 rds. Foe at -20.   |
| 61-65 | Hammer strike. Foe unconscious for 2 rds and confused for 3 more. -20 all actions.                  | Strange approach. Blast enters right arm between thumb and index finger, exiting out right shoulder. +20 hits, foe at -30. | Pencil thin beam strikes left eye. Foe permanently blinded. Sight perceptions halved. +10 hits.                                      | Weak shot to forehead rips away upper portion of facial tissues. +25 hits. Stunned 8 rds. 8 hits/rnd.  | Good news: target takes no damage. Bad news: Armor is completely destroyed (no RR). Welcome to AT2.   |
| 66    | Target's lower jaw mangled beyond recognition. Will fall off if target attempts to speak. +15 hits. | Concentrated slam to head removes all facial hair and liquifies eyes. Target at -75. +25 hits, stunned no parry 8 rds.     | Blast sprays target, rifling through all joints. Target immobile. -100 all actions. +40 hits.  | Target's skull shattered, launching bone shards around 10' area. Brain falls to ground like a wet sponge. -50 maneuver to avoid stepping on brain. | Cohesion of target's cells is reduced to 0. Target explodes in a pink spattering cloud, sending his skeleton clattering to the ground.                      |
| 67-70 | Shattered collar bone. +6 hits, stunned 4 rds, no parry 2 rds. Foe at -20.                          | Strike to neck. Stunned 5 rds, no parry for 3. Foe at -15. +10 hits.   | Strike to collar area. Foe stunned for 8 rds, -30 all actions. +30 hits.   | Strike to throat. Foe is stunned 10 rds. due to choking. No parry 5 rds. +20 hits.   | Strike to throat mangles cartilage. Stunned 12 rds, no parry for 6. -50 to all actions, and cannot speak for 1 week.  |
| 71-75 | Weapon hand scalded by fringe of blast. +8 hits, 2 hits/rnd. -5 all actions.                        | Weapon hand smashed. +12 hits. Target stunned 6 rds, cannot parry for 3.   | Fingers of weapon neatly amputated. +18 hits. -20 all actions. Pain.   | Target's weapon hand burned to ash. Stump is cauterized. +30 hits. Stunned no parry 10 rds.  | Direct shot to face scours features off. Foe at -40, stunned no parry 12 rds. -50 all perception for 2 weeks.   |
| 76-80 | Superb aim spins foe 180'. Target disoriented and at -50 next rnd. Stunned 2 rds, +9 hits.          | Embarrassing shothamburgers left buttock. +15 hits, 3 hits/rnd, stunned 5 rds.   | Impact to chest flings target 15 feet. +18 hits, foe is out of the fight 3 rds.  | Bank shot off shoulder removes ear. Foe drops in convulsive heap. +20 hits, 3 hits/rnd. Target at -30.   | Glancing strike severs carotid artery. Target downed, takes 30 hits/rnd. Death in 8 rds.  |
| 81-85 | Shot to shield arm shreds muscle and tissue. +10 hits. Stunned no parry 2 rds. -15 all actions.     | Elbow of weapon arm broken. Stunned no parry 4 rds. -30 all actions. +18 hits.   | Weapon arm whistles across room with weapon fused to hand. -50 all actions. 6 hits/rnd, stunned no parry 7 rds. +20 hits.            | Left arm sent 60' into air. -50 actions. Stunned no parry 10 rds. +25 hits. Add +10 to your next attack.   | Foe catches blast with mouth, sending teeth through back of head. Target falls, paralyzed from neck down. +30 hits.   |
| 86-90 | Intense blast rips flesh from shoulder. Stunned 5 rds, 4 hits/rnd. +10 hits.                        | Hammering blow crushes shoulder. Stunned no parry 10 rds, -25 all actions. +20 hits.                                       | Thin blast termies through shoulder, snapping tendons and cartilage. Arm useless. -30 all actions, +25 hits, stunned no parry 5 rds. | Arm refuses to leave without shoulder. Shoulder complies, stunning foe 30 rds, and delivering 12 hits/rnd. +40 hits.                               | Powerful blast to left shoulder twists target's upper body 180', snapping spinal cord at hips. Target falls and dies in 6 rds from shock and organ failure. |
| 91-95 | Knee snapped backward. Foe staggered and unable to act 3 rds. -40 all actions. +20 hits.            | Leg broken and bent backward. Foe double-jointed at hip. +20 hits, -50 all actions, Stunned 8 rds.                         | Target's left leg boomerangs away. -70 all actions, 12 hits/rnd. Stunned no parry 10 rds. +35 hits.                                  | Top inch of foe's skull friarbees 30' away. Target stunned and unable to parry 40 rds. Pray it doesn't rain.                                       | Chest strike pulverizes lungs. Target at -70 for 6 rds. before drowning in his own blood.   |
| 96-99 | Weapon arm severed at elbow. 5 hits/rnd. Stunned no parry 3 rds. +20 hits.                          | Target's non-weapon arm catapults 40' straight up before reentering melee. Stunned no parry 5 rds, 6 hits/rnd. +30 hits.   | Target catches blast full on. No apparent damage, but expires without warning in 8 rds.  | Heart punctured by rib fragments. Target folds and softly expires in 3 rds. +30 hits.  | Target attempts to avoid sweeping blast and is neatly cut in two. Foe dies next round. +40 hits.  |
| 100   | Strike to neck. Foe unable to speak and paralyzed from neck down. +30 hits.                         | Blast careens into abdomen. Foe dies of massive shock and organ failure in 6 rds.  | Bolt leaves 4" diameter hole in upper chest of target before traveling 20' beyond. Merciful death arrives in 3 rds.                  | Brain instantly liquified and emerges as grey boiling paste from all of target's cranial orifices.   | Target is violently absorbed by the Essence in a spectacular explosion engulfing everyone within 10' as a +50 Plasma Ball.                                  |



*Rolemaster Companion V* also contains new creatures and treasures, new attack and critical strike tables, new skills and skill development rules, rules for determining the hit totals for structures and inanimate objects...all originally presented, playtested, and debated over in the pages of GREY WORLDS. *RMCV* also debuted the work of GREY WORLDS artists Derek Garrison and Laura Reutter.

Other projects under development by the GREY WORLDS staff include a *Companion*-sized book specifically for Channeling spellcasters and a viable, in-depth guide to planar travel for *Rolemaster*.

## MOST POTENT ITEMS

**Animaux Bracelet:** From this sterling silver charm bracelet dangle charms representing the following animals: Dolphin, Hawk, Wolf, Ocelot, Ferret, Frog, and Chameleon. Once per week, the wearer may transform (along with all he wears) into each of the forms represented for up to eight hours (as *Animal Change True*), gaining all of the animal's innate senses, attacks, etc.

**Antipalus Maleficiorum:** This tome, bound in the skin of a succubus, contains much lore and information concerning demons and their ilk. It contains the Truenames of 1-5 Demons, and many summoning rituals and precautions. The mage who studies this book in its entirety (takes 6 months minus 1 day/point of Re) will gain a permanent +50 to demon lore and +25 to all RRs vs. spells and spell-like abilities utilized by Demons. In addition, the possessor of the book can utilize the Dark Summons list to ten levels above his own. The book is protected by two runes of *Fatal Inversion*.

**Battle Totem:** Provides complete immunity to fear, Depression criticals, and stunning during combat.

**Book of Answers:** Small red book, traditionally carried in a top pocket, will act as a general reference book on whatever topic is desired and gives its owner a permanent *Guess* (75/25) ability.

**Chaotic Items:** Chaos demons can be formed into armor and bound to the skin of the caster of a *Chaotic Armor* spell. In much the same way, these demons can be formed into other objects. These objects are formed by using spell mastery skill when casting *Chaotic Armor* spells, and require the same Mastery Spells and the same bonding process. Some examples are listed below:

- **Chaos Wand** — This magical wand detects Chaos in a 100' radius and adds 10 to any action which the wielder commits which the GM would consider chaotic, unlikely, or absurd. This is a form of *Chaotic Armor I*.



- **Chaotic Helm** — This magical helm confers all of the abilities of *Chaotic Armor I*, and in addition negates all head criticals. This is a form of *Chaotic Armor II*.

- **Chaotic Blade** — This +10 weapon is constantly shifting and changing into different types of swords (longsword, broadsword, short sword, two-handed, scimitar, falchion, etc.), but the wielder who is bonded to the weapon uses it with his BEST weapon bonus. The shift is random and occurs every 1-6 rounds. In addition, it inflicts Physical alteration criticals of one level below the normal critical. This is a form of the *Chaotic Armor III*.

- **Chaotic Shield** — This +20 full shield is twisted and spiked. In combat, it will strike out at a random opponent with a claw-like appendage, attacking as a +100 LCI. This is a form of *Chaotic Armor IV*.

- **Chaotic Amulet** — This item provides all of the abilities of *Chaotic Armor III*, as well as allowing the wearer to use the following spells one time per day: *Demonic Gate III* (Chaos Demons only), *Demon Mastery III* (Chaos Demons only), *Chaos Bolt* (RMC IV), *Minor Improbability* (RMC IV), and *Chaotic Strike IV* (Chaotic Weapons list). This is a form of *Chaotic Armor V*.

- **Chaos Staves** — This pair of staves appears to be made from gnarled wood with metal bands, and are about 3' long. They can be joined together to make one long staff, or used separately, depending on the user's wish. If together, then they give the possessor all the abilities of *Chaotic Armor IV*, and allow the user to cast *Major Improbability* (RMC IV) once per day, and *Minor Improbability* (RMC IV) six times per day. If used as two separate staves, they give the wielder all of the abilities of *Chaotic Armor V*, and can be used as +30 staves which can give two attacks per round without penalty (even if no two weapon combo skill is had) using either mace, quarterstaff or other similar combat skill bonus (i.e., they are so easy to use, they practically wield themselves). This is a form of *Chaotic Armor VI*.

**Darselai's Belt:** A relic left by the Lich-queen Darselai, formerly of the Lords of Essence, this belt of light golden chain has a single black sapphire dangling from its end. When activated, the user is surrounded by a light blue shimmering field. The field confers AT 20(40) to the wearer without encumbering. The bonuses of the belt also apply to defenses vs. elemental spell attacks.

**Forcewand:** This ebony wand is tipped with a small blue-white diamond. When activated, a 3' long beam of bluish-white force springs from the tip. The wand is handled like a 2-handed melee weapon, and attacks on the *Space Master* Power Sword table (or use AL 2-handed sword table, x2 hits), delivering Slash and Electrical criticals. The wand has a chance to cut armor (resolve attack on AT1 if the damage delivered by the attack would be greater) equal to the wielder's skill ranks (not bonus) in sword. The Forcewand has 50 + 1-100 (open-ended) charges. Each charge lasts 5 + 1-5 minutes.



**Headband of Belfalas:** Crafted for the Warrior Mage who stood as first advisor to the king of the realm, this mithril headband confers a strength of 101 on the wearer. The wearer also has a 50% chance to avoid head criticals, and the circlet serves as a +8 spell adder for the Warrior Mage profession.

**Laen Armor:** Available as armor types 13-20, laen armor is one of the Elves' most highly guarded secrets. White Laen Armor (Gwynarf) conveys continual *Ice Armor* upon the wearer, Red Laen Armor (Cocharf) provides continual *Fire Armor*, and Blue Laen Armor (Glasarf) provides continual *Lightning Armor*. Laen armor encumbers as half its armor type (e.g., AT20 encumbers as AT10), and has an innate +30 bonus. Whether chain or plate, it is certainly the most beautiful armor ever crafted.

# ROLEMASTER COMPANION V



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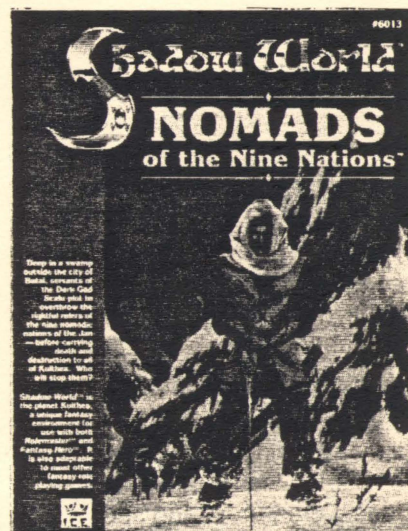
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